

CYBERMATE  
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Instructions for  
BGSG/1  
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1. This program allows 2 players to oppose each other in a simulation of BATTLESTAR GALACTICA with one player taking the Colonial Fleet, the other the Cylon Alliance.
2. "1- Colonial, 2- Cylon": Player 1 must enter the ID of the fleet he chooses to command. Colonials will then be addressed "yes, commander", Cylons "by your command" by the program.
3. Each player takes his turn entering a command. You may use a sensor probe to randomly investigate objects in space (battlestar, base ship, viper, raider, planet) and their status (X-Y location, launch bay facilities, engines, tylium, shields, missiles, lasers, fighters, navigation, sensors). You may plot a view of the galaxy graphing the X-Y locations of all objects in space on the screen. Combining this with sensor probes can give a player valuable information about the location and strategy of your enemy. You may use engines to move your battlestar, base ship, viper or raider from one X-Y location to another X-Y location. You may resupply your battlestar or base ship if you are at the same X-Y location of one of up to ten supply planets randomly placed in the galaxy. Once a planet has been used, it is exhausted of supplies. Any damaged parts (engines, launch bay facilities, shields, lasers, sensors and navigation) are repaired (restored to 100 percent), resupply also renews 10 missiles, 30000 units of tylium, and 20 fighters. You may chose to change sides with the other player at any time. You may check the status of your battlestar or base ship. You may launch a fighter to attack your enemies battlestar or base ship. You may retrieve a fighter if it is at the same location as your battlestar or base ship in order to protect your fighter from destruction. You may launch a missile from your battlestar or base ship to any X-Y location desired. You may destroy a planet, fighter or possibly a battlestar or base ship with a missile. You may use lasers from a ship at one X-Y location against another ship at an X-Y location. A battlestar or base ship may not use lasers against the other battlestar or base ship directly. Only fighters may use lasers against a battlestar or base ship. Lasers and missiles may damage many components on a ship's status and may prevent the use of certain commands relying on those components. Components that are damaged will be repaired at a fixed rate depending on how badly damaged they are. All activities use tylium at various rates. If your tylium runs out, you will lose the game.



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1 REM BG562/L COPYRIGHT 1979,CYBERMATE
10 DEFINTA-Z:RANDOM:K=2:L=52:G=0:DIMA(52,12):GOSUB9000
40 B=0:INPUT"1=COLONIAL, 2=CYLON":B:IFB<1THEN40
50 IFB=1THENPRINT"YES, COMMANDER":F=2ELSEPRINT"BY YOUR COMMAND":F=1
59 C=0:INPUT"1=SENSOR PROBE, 2=LUNCH MISSLE, 3=ENGINES, 4=STATUS REPORT, 5=LUNCH F
IGHTER, 6=RETRIEVE FIGHTER, 7=FIRE LASERS, 8=VIEW GALAXY, 9=RESUPPLY, 10=CHANGE SIDES
,11=QUIT":C:IFC<10RC11THEN59
100 ONGOSUB1000,1500,2000,2500,3000,3500,4000,4500,5000,48,5500
120 FORI=1TO2:R(I,6)=R(I,6)-100
130 IFR(I,4)<100THENR(I,4)=R(I,4)+5
140 IFR(I,5)<100THENR(I,5)=R(I,5)+5
150 IFR(I,7)<100THENR(I,7)=R(I,7)+5
160 IFR(I,9)<100THENR(I,9)=R(I,9)+5
170 IFR(I,11)<100THENR(I,11)=R(I,11)+5
180 IFR(I,12)<100THENR(I,12)=R(I,12)+5
185 IFR(I,6)<1THENPRINT"NO TYLUM":B=1:GOT05500
190 NEXTI
200 H=B:B=F:F=H:GOT050
1000 IFR(B,12)<100THENPRINT"SENSORS DOWN":RETURN
1005 G=G1:TFGXTHEN=1
1010 P=G:IFP=8THEN1005
1015 IFR(P,1)=0THEN1005
1020 IFR(P,1)=1THENPRINT"BATTLESTAR"
1025 IFR(P,1)=2THENPRINT"BASE SHIP"
1030 IFR(P,1)=3THENPRINT"VIPER"
1035 IFR(P,1)=4THENPRINT"CYLON RAIDER"
1040 IFR(P,1)=5THENPRINT"PLANET"
1045 PRINT"X LOCATION":R(P,2)
1050 PRINT"Y LOCATION":R(P,3)
1055 PRINT"LAUNCH BAY FACILITY":R(P,4)
1060 PRINT"ENGINES":R(P,5)
1065 PRINT"TYLIUM":R(P,6)
1070 PRINT"SHEILD":R(P,7)
1075 PRINT"MISSLES":R(P,8)
1080 PRINT"LASERS":R(P,9)
1085 PRINT"FIGHTERS":R(P,10)
1090 PRINT"NAVIGATION":R(P,11)
1095 PRINT"SENSORS":R(P,12)
1100 RETURN
1500 IFR(B,8)<1THENPRINT"NO MISSLES":RETURN
1510 X=0:INPUT"X TARGET":X:IFX<0RX>127THEN1510
1520 Y=0:INPUT"Y TARGET":Y:IFY<0RY>47THEN1520
1522 R(B,6)=R(B,6)-500
1524 IFR(B,6)<1THENPRINT"NO TYLUM":GOT05500
1530 FORI=1TOK
1540 IFR(I,2)=XANDA(I,1):YANDA(I,3)=YTHEN1560
1550 NEXTI:PRINT"NO TARGET":RETURN
1560 IFI=8THENPRINT"DESTROYED YOURSELF":GOT05500
1565 R(B,8)=R(B,8)-1
1570 IFR(I,1)=B+2THENPRINT"DESTROYED YOUR FIGHTER"
1575 IFR(I,1)=5THENPRINT"PLANET DESTROYED"
1580 IFR(I,1)>2THENR(I,1)=0:R(I,6)=0:R(I,8)=0:R(I,10)=0:PRINT"TARGET DESTROYED"
:RETURN
1582 H=INT(RND(100)):IFH>75THENB=F:GOT105500
1590 P=INT(RND(10)):H=INT(RND(6)):P=P*10
1591 IFH=1ANDA(I,4)<PTHEN1590
1592 IFH=2ANDA(I,5)<PTHEN1590
1593 IFH=3ANDA(I,9)<PTHEN1590
1594 IFH=4ANDA(I,11)<PTHEN1590
1595 IFH=6ANDA(I,7)<PTHEN1590
1596 IFH=5ANDA(I,12)<PTHEN1590
1600 IFH=1THENR(I,4)=R(I,4)-P
1610 IFH=2THENR(I,5)=R(I,5)-P
1620 IFH=3THENR(I,9)=R(I,9)-P
1630 IFH=4THENR(I,11)=R(I,11)-P
1640 IFH=5THENR(I,12)=R(I,12)-P
1650 IFH=6THENR(I,7)=R(I,7)-P
1660 P=1:GOT01020
2000 X=0:INPUT"FROM X LOCATION":X:IFX<0RX>127THEN2000
2010 Y=0:INPUT"FROM Y LOCATION":Y:IFY<0RY>47THEN2010
2020 X1=0:INPUT"TO X LOCATION":X1:IFX1<0RX1>127THEN2020
2030 Y1=0:INPUT"TO Y LOCATION":Y1:IFY1<0RY1>47THEN2030
2035 IFX=X1ANDY=Y1THEN2000
2036 Z=0:INPUT"1=FIGHTER, 2=MAIN SHIP":Z:IFZ<10Z>2THEN2036
2037 H=0:IFZ=1THENH=B+2
2040 FORP=1TOK
2050 IFR(P,2)=XANDA(P,2):YANDA(P,1)=WTHEN2072
2070 NEXTP:PRINT"NO SHIP":RETURN
2072 IFR(P,5)<100THENPRINT"ENGINES UNDER REPAIR":RETURN
2073 IFR(P,11)<100THENPRINT"NAVIGATION DOWN":RETURN
2075 IFR(P,1)=B+2THEN2110
2076 X2=RBS(X-X1):Y2=RBS(Y-Y1)
2077 H=50*((X2*X2+Y2*Y2)):H=INT(H*50)+100
2090 R(P,6)=R(P,6)-H
2100 IFR(P,6)<1THENPRINT"NO TYLUM":GOT05500
2110 R(P,2)=X1:R(P,3)=Y1:RETURN
2500 P=B:GOT01020
3000 IFR(B,6)<501THENPRINT"NO TYLUM":RETURN
3010 IFR(B,10)<1THENPRINT"NO FIGHTERS":RETURN
3015 IFR(B,4)<501THENPRINT"NO LAUNCH BAY":RETURN
3020 R(B,10)=R(B,10)-1
3030 R(B,6)=R(B,6)-500
3040 FORP=1TOK:IFR(P,1)=0THEN3060
3050 NEXTP:K=K+1:IFK>LTHENPRINT"ARRAY SIZE":RETURN
3055 P=K
3060 R(P,1)=B+2:R(P,2)=R(B,2):R(P,3)=R(B,3):R(P,4)=0

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3070 R(P,5)=100;R(P,6)=500;R(P,7)=100;R(P,8)=0
3080 R(P,9)=100;R(P,10)=0;R(P,11)=100;R(P,12)=100
3090 PRINT"LAUNCHED";RETURN
3100 FORP=1TOK
3110 IF A(B,2)=A(P,2)AND(A,B,3)=A(P,3)AND(A,P,1)=B+2THEN3530
3120 NEXTP:PRINT"NO FIGHTER";RETURN
3130 IF A(B,4)<50THENPRINT"NO LAUNCH DAY";RETURN
3140 R(P,1)=0;R(B,10)=R(B,10)+1;RETURN
4000 X=0:INPUT"FROM X LOCATION";X:IF X<=0RX127THEN4000
4010 Y=0:INPUT"FROM Y LOCATION";Y:IF Y<0RY>47THEN4010
4020 X1=0:INPUT"TO X LOCATION";X1:IF X1<0RX127THEN4020
4030 Y1=0:INPUT"TO Y LOCATION";Y1:IF Y1<0RY1>47THEN4030
4040 IF X1=XANDY=YTHEN4000
4042 X2=ABS(X-X1);Y2=ABS(Y-Y1)
4043 H=SQR(X2*X2+Y2*Y2);H=INT(H)
4044 IF H>10THENPRINT"OUT OF RANGE";RETURN
4045 H1=INT(H*50)+100
4050 FORP=1TOK
4060 IFR(P,2)=XANDA(P,3)=YANDA(P,1)=BTHEN4100
4070 IFR(P,2)=XANDA(P,3)=YANDA(P,1)=B+2THEN4100
4080 NEXTP:PRINT"NO SHIP";RETURN
4100 FORI=1TOK
4110 IFR(I,2)=X1ANDA(I,3)=Y1ANDA(I,1)=FTHEN4200
4120 IFR(I,2)=X1ANDA(I,3)=Y1ANDA(I,1)=F+2THEN4200
4130 NEXTI:PRINT"NO TARGET";RETURN
4200 IFR(P,1)=BANDA(1,1)=FTHENPRINT"DEFENSIVE LASERS ONLY";RETURN
4203 IF A(P,1)=B+2THEN4300
4205 IFR(P,9)<100THENPRINT"LASER DAMAGED";RETURN
4210 R(P,6)=R(P,6)-H1
4220 IFR(P,6)<1THENPRINT"NO TITLUM";B=P:GOTO5500
4300 H=INT(RND(10))
4310 IFR(I,1)=F+2ANDH<6THENPRINT"NEAR MISS";RETURN
4320 IFR(I,1)=F+2THEN1530ELSE1590
4330 QLS:FORI=1TOK
4340 IFR(I,1)=0THENX=R(I,2);Y=R(I,3):SET(X,Y)
4352 NEXTI
4350 Y$=" ";V$=INKEY$: IF V$="X" THEN RETURN ELSE4520
5000 X=0:INPUT"PLANET X LOCATION";X:IF X<0RX127THEN5000
5010 Y=0:INPUT"PLANET Y LOCATION";Y:IF Y<0RY>47THEN5010
5020 FORI=3TOJ+2
5030 IF X=R(I,2)ANDY=R(I,3)ANDA(I,1)=5THEN5960
5040 NEXTI:PRINT"NO PLANET";RETURN
5060 IFR(B,2)=XANDA(B,3)=YTHEN5900
5070 PRINT"YOUR SHIP IS NOT ORBITING THAT PLANET";RETURN
5080 IFR(I,6)=0THENPRINT"NO SUPPLIES";RETURN
5090 R(B,4)=100;R(B,5)=100;R(B,6)=A(I,6);R(B,7)=100
5100 R(B,8)=A(I,8);R(B,9)=100;R(B,10)=R(I,10)
5110 R(B,11)=100;R(B,12)=100
5120 R(I,6)=0;R(I,8)=0;R(I,10)=0;RETURN
5500 IF B=1THENPRINT"COLONIALS";ELSEPRINT"CYLONS";"
5510 PRINT"YOU HAVE BEEN ELIMINATED!";END
5600 FORI=1TO2:R(I,1)=I
5610 X=INT(RND(127)):IF X<0THENX=0
5620 IF X>127THENX=127
5630 Y=INT(RND(47)):IFY<0THENY=47
5640 IF Y>47THENY=47
5650 R(I,2)=X;R(I,3)=Y
5660 IF I=29NX=XANDY=Y1THEN5610
5670 X1=X;Y1=Y;R(I,4)=100
5680 R(I,5)=100;R(I,6)=30000;R(I,7)=100;R(I,8)=10
5690 R(I,9)=100;R(I,10)=20;R(I,11)=100;R(I,12)=100
5700 NEXTI:J=INT(RND(10));IF J<1THENJ=1
5705 IF J>10THENJ=10
5710 FORI=3TOJ+2:R(I,1)=5
5720 X=INT(RND(127)):IF X<0THENX=0
5730 IF X>127THENX=127
5740 Y=INT(RND(47)):IFY<0THENY=47
5750 IF Y>47THENY=47
5760 FORP=1TOK:IF X=R(P,2)ANDY=R(P,3)THEN5120
5770 NEXTP:K=K+1;R(I,2)=X;R(I,3)=Y
5790 R(I,4)=0;R(I,5)=0;R(I,6)=30000;R(I,7)=0
5800 R(I,8)=10;R(I,9)=0;R(I,10)=20;R(I,11)=0
5810 R(I,12)=0:NEXTI:RETURN

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